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RISE™ OF THE ROBOTS

Justin Hoskins

INSTRUCTION BOOKLET

Acclaim entertainment, inc.

SUPER NINTENDO ENTERTAINMENT SYSTEM

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MUTINY AT METROPOLIS 4

The decision to move ahead with the Leader Project was one of necessity. The demands placed on Electrocorp as the world's leading manufacturer and developer of advanced robotics had outstripped the company's ability to run its massive Metropolis 4 plant efficiently. As a result, the Leader Project - working to perfect a multi-task, ultra-intelligent, self-aware robot capable of managing every aspect of the plant's day-to-day operations - was given top priority.

The end product of the Project was the creation of the powerful and revolutionary Supervisor Droid, and it proved a resounding success. The Supervisor's ability to take on any shape and access any database in order to complete its tasks allowed it to run the plant with unparalleled efficiency and it soon made the human staff obsolete. For several months, the Supervisor Droid was considered a scientific and engineering marvel that rivaled the harnessing of electricity and atomic fission in significance.

But then, things began to go dangerously wrong. An EGO virus infected the Supervisor's self-awareness program causing the droid to consider its own goals paramount to its other assigned tasks. The Supervisor shut down the plant reprogrammed the security defenses, and introduced the EGO virus to the other robots in the plant. The Supervisor proclaimed itself the robots' leader, and ordered the construction of legions of robots to fight what it considered the enemy - man.

Electrocorp's management was panicked. There was talk of the use of nuclear weapons to resolve the situation, but it was decided that the company's top-secret cyborg - half-human, half-machine, and incorruptible by the EGO virus - should infiltrate the plant and eliminate the Supervisor. In order

to minimize damage to the plant, the cyborg was to be unarmed.

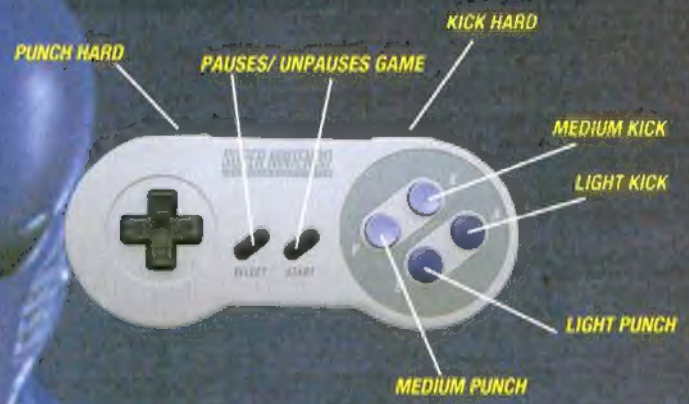
The Electrocorp engineers watched in nervous silence as the EC035-2 Cyborg lowered itself awkwardly into a cramped maintenance tunnel and entered the labyrinth of the plant. There was far more at stake in this gamble than Electrocorp's Fourth Quarter profits.

GETTING STARTED

1. Make sure the power switch on the console of your SUPER NINTENDO ENTERTAINMENT SYSTEM® is OFF.

2. Insert the RISE OF THE ROBOTS™ Game Pak as described in your Super NES® Manual.

3. Turn the power switch ON.



GAME CONTROLS

These apply to both the Cyborg and the other robots in the 2-player game. In the Control Pad Instructions, "Toward" and "Away" refer to your robot's position in relation to its opponent.

CONTROL PAD

TOWARD	Walk Forward
AWAY	Walk Back/Block
UP	Jump
UP TOWARD	Jump Forward
UP AWAY	Jump Back
DOWN	Crouch
DOWN TOWARD	Crouch
DOWN AWAY	Crouch/Block

CONTROLLER BUTTONS

BUTTON Y . . . . . Medium Punch
BUTTON X . . . . . Medium Kick
BUTTON B . . . . . Light Punch
BUTTON A . . . . . Light Kick
TOP LEFT BUTTON . . . . Punch Hard
TOP RIGHT BUTTON . . . . Kick Hard
START . . . Pauses/Unpauses Game

GAME MODES

Players can choose either the 1 or 2-player modes, and use Options to customize their game. Select a game mode by highlighting the desired mode, and pressing START.

1 PLAYER

Allows a single player to control the ECO35-2 Cyborg against the forces of the Supervisor Droid.

2 PLAYER

Pits two players against one another in head-to-head competition. One player will control the ECO35-2 Cyborg, while the other controls one of Metropolis 4's mutinous robots.

OPTIONS

Allows players to customize the parameters of their game.

Options

Players use Options to choose exactly what type of game that they wish to play. These adjustments apply to both the 1 and 2 player modes.

Mission Brief

In this Option, the Cyborg will confront each of the Metropolis 4 robots in order working its way up to the ultimate battle against the Supervisor Droid! The game defaults to the Mission setting.

Training

Allows player to practice their fighting skills against any of the Metropolis 4 robots in any order desired.

Difficulty Levels

The game's level of difficulty can be adjusted to one of three levels: Easy, Medium, and Hard.

Cinematics

The introductory cinematics to each confrontation can be turned On (default) or Off.

Super Moves

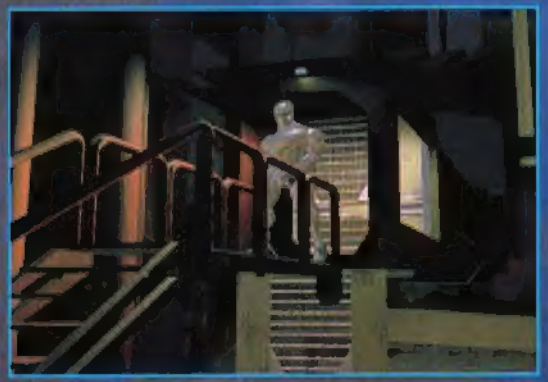
Turns robots' best attacks On or Off (default).

Rounds

Adjusts the number of combat rounds in each battle. Three rounds is the default setting.

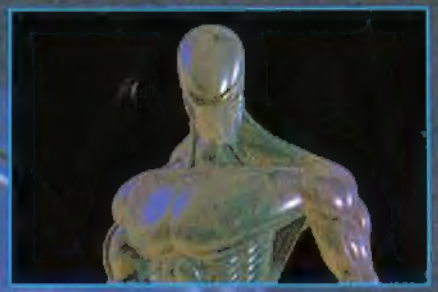
Timer

Adjusts the time limit for combat rounds. Sixty seconds is the default setting.



THE ECO35-2 CYBORG

The most closely guarded of Electrocorp's research and development designs, the ECO Project was rivaled in secrecy and funding only by the Leader Project (which resulted in the manufacture and installation of the Supervisor Droid).



The complexities inherent in producing a cybernetic organism-half human half machine-caused a great deal of difficulty in the early stages of the project. The body of the human subject often rejected the mechanical elements of the android, considerably draining the projects funding and wasting a good number of human subjects. (Although no accurate records are available, it has been rumored that several hundred humans have already been "used" in the development of the ECO Project).

Now, however, these setbacks have been overcome, and the ECO35-2 is a fully functioning bipedal android that mirrors the human form. This combination of man and machine houses a human brain inside a sturdy cross-fiber multimaterial alloy skull, attached to a structural skeleton made from a wide range of materials.

SPECIAL MOVES:

TURBO HEAD BUTT . . . . . DOWN, UP + Any Button

SHOULDER BARGE . . AWAY, TOWARD + Any Button

THE ROBOTS OF METROPOLIS 4

The Electrocorp plant at Metropolis 4 is alive with all manner of robotics, many of which were mere worker drones with simplistic CPUs until the Supervisor reprogrammed them with self awareness and infected them with the EGO virus. Now, even the most basic robots pose a serious threat to the ECO35-2 and its mission. Each droid has its own strengths and weaknesses which will put the Cyborg to the ultimate test of its robotic strength, and its human will.

THE LOADER DROID

Durable and versatile, the Loader Droid was, at the time of its introduction, the cutting edge in all-purpose utility robotics, and it brought Electrocorp its first commercial success. Though primitive compared to BHF03 Builder Droid that superseded it some years ago, the number of Loaders still at work in Electrocorp's main plant is a testament to the quality of their design.

The low-slung Loader is agile in spite of its heavy chassis. Its real weakness in combat is its lack of intelligence; programmed only for simple tasks, its simplistic CPU is devoid of any self-defense software. As a result, the Loader must rely on its slow-moving task modification and hazard avoidance programs, which are ill-suited for combat-especially against today's technology. This limits the

Loader's ability to effectively wield its massive pallet forks, and impressive strength.

SPECIAL MOVES:

FORK SLASH . . . . . TOWARD, TOWARD + Any Button

THE BHF03 BUILDER DROID

The next generation in Electrocorp's industrial utility droids, the BHF03 Builder combines a humanoid form with a primitive neural network CPU. This gives it the ability to mimic more complex heavy assembly tasks, oversee the production line, and assist in the manufacturing process. It was designed with powerful arms and a low center of gravity for balance, making it extremely adaptable to a combat role. Its huge arms can swing in a tremendous arc and land blows with a force of several tons.

The top-heavy Builder has an ape-like appearance, and leans forward to present the bulk of its upper chassis while protecting its comparatively delicate legs. Its low intelligence forces it into this defensive posture, which can be difficult to penetrate.

SPECIAL MOVES:

PILE DRIVER . . . . . DOWN, AWAY, UP

BOMBER JUMP . . . . . DOWN, TOWARD, UP

(These controls do NOT require a button press.)

THE CRUSHER DROID

The Crusher was developed specifically for use as a safety droid within the Electrocorp plant and was never intended for commercial distribution. Though it spends the majority of its time disposing of heavy and toxic industrial waste materials, its primary function is to immobilize and destroy dangerously malfunctioning production droids. It is , simply put, a droid killer, and was designed to outmaneuver and overpower any robot. There is little doubt that the Supervisor has employed these huge insectoid monstrosities as a kind of bodyguard against any enemies, robot or otherwise.

The Crusher's hi-resolution sensors are linked to a CPU that is not dissimilar from the ECO35-2. Its CPU downloads this information into a robotics design database, thereby quickly identifying its opponent's weak points, allowing the Crusher to waste no time in going for the mechanical jugular of its opponent. Its fragile, bug-like appearance is deceptive, it can readily shrug off jarring physical attacks and counter by pinning a foe with its pincers and then demolishing it with powerful mandibles.

SPECIAL MOVES:

PINCER-MINCER . . . DOWN, TOWARD +Any Button

MILITARY DROID

From its inception, Electrocorp's Extensive contract work on government military projects have been the bread and butter of the company's profits. Included in these contracts is the top-secret military droid, code name, "The Exterminator." A number of working prototypes of this dangerous machine were in testing at the time of the Supervisor's takeover, and now it feared that these sophisticated weapons of destruction have been corrupted by the EGO virus, and may even be in mass production.

These droids have been designed for the sole purpose of fulfilling a combat role, and are equipped with an advanced CPU learning processor, and specialized software for unarmed combat. They have incredible artificial intelligence and a heavily armored humanoid form; these make them adaptable to nearly any combat

situation. Their arms, legs, hands, and feet are crafted of solid, hyper-dense steel, and are wielded and flailed like maces to deliver crushing forceful blows.

SPECIAL MOVES:

CATAPULT SPIN . . . . . DOWN, UP + Any Button

CYBER SLASH . . . . . AWAY, TOWARD +Any Button

THE SENTRY

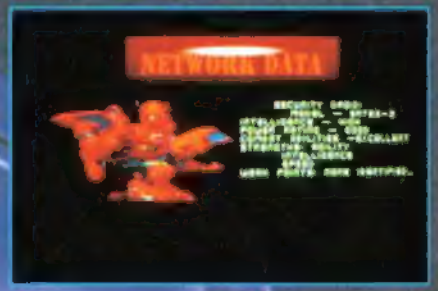
Another combat-specific droid, the bulky Sentry stands an intimidating 3.5 meters tall and represents the next generation of military robotics. Despite their power and awesome weapons carrying ability large combat droids have historically been at a disadvantage against smaller droids and human opponents. But the Sentry's high-output central power supply, super-rapid CPU, and all-mode threat sensor hardware have overcome these problems.

Despite the Sentry's incredible girth, its case-hardened fiberglass outer shell is sturdy but light, and its dorsal-mounted jet pack enhances the droid's already considerable leaping ability. Quick-thinking threat sensors allow the Sentry to introduce counter sequences to any attack almost instantaneously.

Gigantic, alien-countenanced, and blood-red color (for easy recognition in battlefield testing) the Sentry is threatening and dangerous in more than just appearance.

SPECIAL MOVES:

FLYING JET KICK . . . . . DOWN, DOWN +Any Button



THE SUPERVISOR DROID

A complete departure from conventional robotics, the Supervisor represents the dawn of a new era in metallurgy, artificial intelligence, and robotic engineering. The Supervisor was the first droid designed to replace humans in management rather than production positions. It was made self aware, and given a neural-learning CPU, giving it the ability to adapt and think on its own. The Supervisor relies on electrical flux physics and the liquid properties of polymetamorphic titanium alloy. By adjusting the flow of the electrical charge, this alloy can reshape and mold itself (or "morph") into any form.

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Musical co-ordination .....Richard Joseph and Andy Wood
Game Soundtrack .....Richard Joseph
Game music .....Jason Page,
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